

**WHAT IS CLAIMED IS:**

1. A method of informing a user about communications between a client device and a server device, the method comprising:  
providing executable code from a server device to a client device that is capable of communicating with the server device, which code when executed blocks the client device from receiving user input during communications between the client device and the server device and, if any of the communications between the client device and the server device lasts longer than a specific time, causes a message to be presented to a user of the client device.
2. The method of claim 1, wherein the executable code is client-side framework code provided from framework code in the server device that controls communications between the server device and client devices.
3. The method of claim 1, further comprising providing the executable code in response to the server device receiving a request from the client device to launch an application program capable of initiating the communications.
4. The method of claim 3, further comprising providing application program code to the client device wherein the message is an over-definition of a default message.
5. The method of claim 1, wherein a communication lasts longer than the specific time due to network delays, server-side delays, or combinations thereof.
6. The method of claim 1, wherein a communication lasts longer than the specific time when the client device has not displayed a server response within the specific time.
7. The method of claim 1, wherein the executable code ceases to block the client device from receiving user input after each communication has ended.

8. The method of claim 1, wherein the executable code causes the message to be presented on the client device during one of the communications and causes the client device to cease presenting the message after that communication has ended.

9. The method of claim 1, further comprising setting the specific time based on at least one selected from the group consisting of: a roundtrip time for a communication between the server device and the client device, typical roundtrip times for communications between the server device and the client device, a roundtrip time expected by at least one user of the client device, and combinations thereof.

10. A computer program product containing executable instructions that when executed cause a processor to perform operations comprising:

provide executable code from a server device to a client device that is capable of communicating with the server device, which code when executed blocks the client device from receiving user input during communications between the client device and the server device and, if any of the communications between the client device and the server device lasts longer than a specific time, causes a message to be presented to a user of the client device.

11. A method of informing a user about communications between a client device and a server device, the method comprising:

receiving executable code provided from a server device to a client device;  
blocking, per the executable code, the client device from receiving user input during its communications with a server device; and  
presenting, per the executable code, a message to a user of the client device if any of the communications lasts longer than a specific time.

12. The method of claim 11, wherein the presented message is an over-definition of a default message.

13. The method of claim 11, further comprising setting the specific time based on at least one selected from the group consisting of: a roundtrip time for a communication between the server device and the client device, typical roundtrip times for communications between the server device and the client device, a roundtrip time expected by at least one user of the client device, and combinations thereof.

14. A computer program product containing executable instructions that when executed cause a processor to perform operations comprising:

block a client device from receiving user input during its communications with a server device; and

cause a message to be presented to a user of the client device if any of the communications lasts longer than a specific time.

15. A computer system comprising:

a server device with server-side framework code which when executed on the server device establishes a client-server framework for client-server communications; and

a client device with client-side framework code provided from the server device, which client-side framework code when executed on the client device blocks the client device from receiving user input during the client-server communications and, if any of the client-server communications lasts longer than a specific time, causes a message to be presented to a user of the client device.

16. The computer system of claim 15, wherein the client-side framework code when executed causes the message to be presented for client-server communications that last longer than the specific time due to network delays, server-side delays, or combinations thereof.

17. The computer system of claim 15, wherein the message is an over-definition of a default message.

18. The computer system of claim 15, wherein the client-side framework code causes the message to be displayed on the client device.

19. The computer system of claim 15, wherein the specific time is based on at least one selected from the group consisting of: typical roundtrip times for communications between the server device and the client device, a roundtrip time expected by at least one user of the client device, and combinations thereof.

20. The computer system of claim 15, wherein at least one roundtrip time for a communication between the server device and the client device is recorded and the specific time is set based on the at least one roundtrip time.